

# Library Workspace

The Library Workspace is used to administer all Natural system files in the current environment in a hierarchical manner as a tree view. In Natural terms, a system file is a collection of Natural Libraries and a Natural library is a collection of Natural Objects and Shared Resources.

The workspace is structured in an active and inactive environment and can be displayed in three different views, the logical, the flat and the file view. In addition, the Library Workspace is a dockable window which can be placed at a different position or also can be made floatable or invisible.

From the Library Workspace, any node of the tree can be opened or new objects can be created into the Multiple Document Interface Area.

The following topics are covered below:

- Switching the Library Workspace On or Off
  - Local Environment
  - Remote Environment
  - Logical View
  - Flat View
  - File View
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## Switching the Library Workspace On or Off

 To switch the Library Workspace on or off

- Press Alt - 1.  
Or open **Menu View - Library Workspace** in the Menu bar.  
Or apply context menu on any toolbar, in the Multiple Document Interface Area or in the Natural frame window.

## Local Environment

The local environment is used to develop and run Natural applications for the local Windows environment.

It consists of the currently active user libraries (also known as the system file FUSER) and the currently active system libraries (also known as the system file FNAT). All Natural commands (Cat, Stow, Execute, etc.) and all object operations (Move, Delete, etc.) are supported. See System Commands or Object Operations for further information.

## Remote Environment

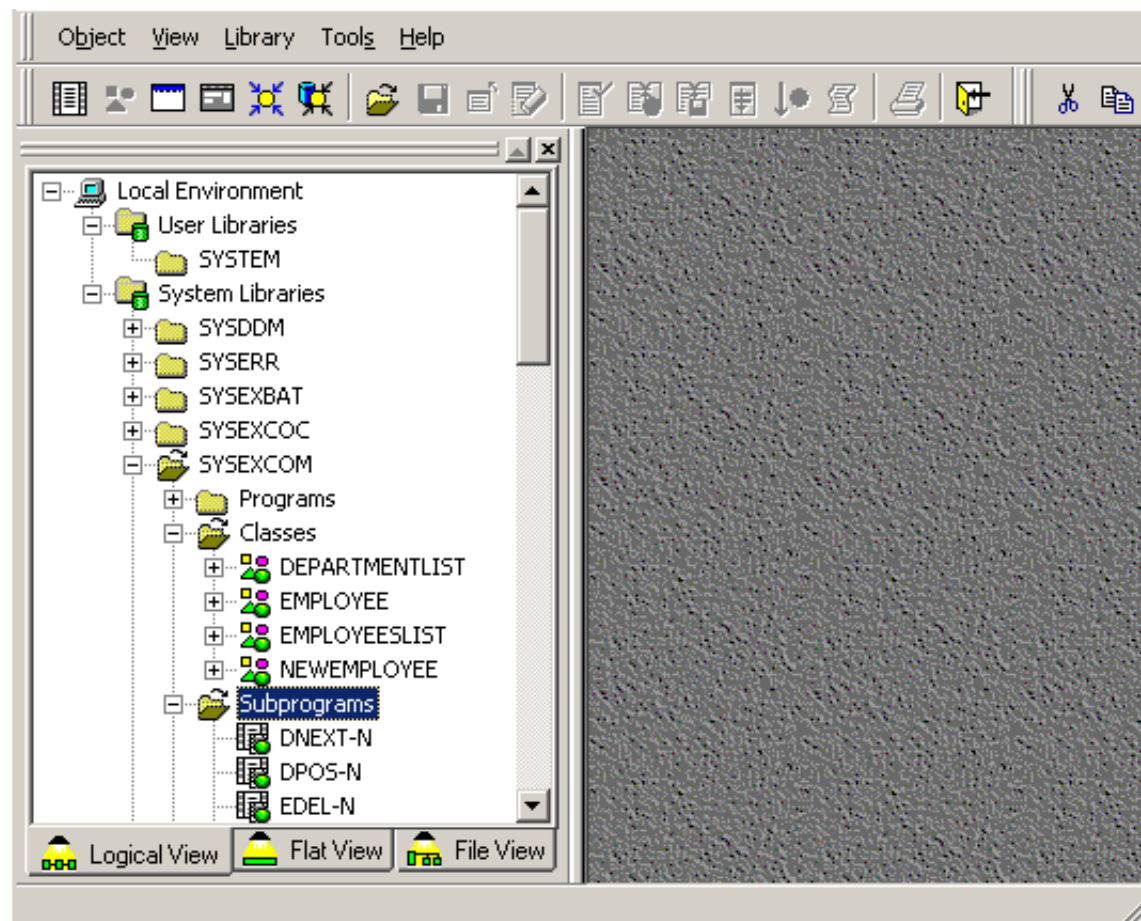
With the introduction of Natural Single Point of Development (SPoD), you can map to a mainframe environment in order to develop applications remotely with the benefits of the powerful graphical user interface. For more information, refer to the Natural SPoD documentation.

## Logical View

The logical view displays the objects of libraries in a structured manner. For any Object Types available, a corresponding group node is displayed. For objects of type subroutine, class and ddm, the long name (in contrast to the file names of the remaining object types such as programs or subprograms) will be displayed. In addition, it is

possible to create new or maintain existing classes using the Class Builder. For information on the visual representation of objects, refer to Object Visualisation.

For more information on object types used in Natural, refer to Object Types in General Information.

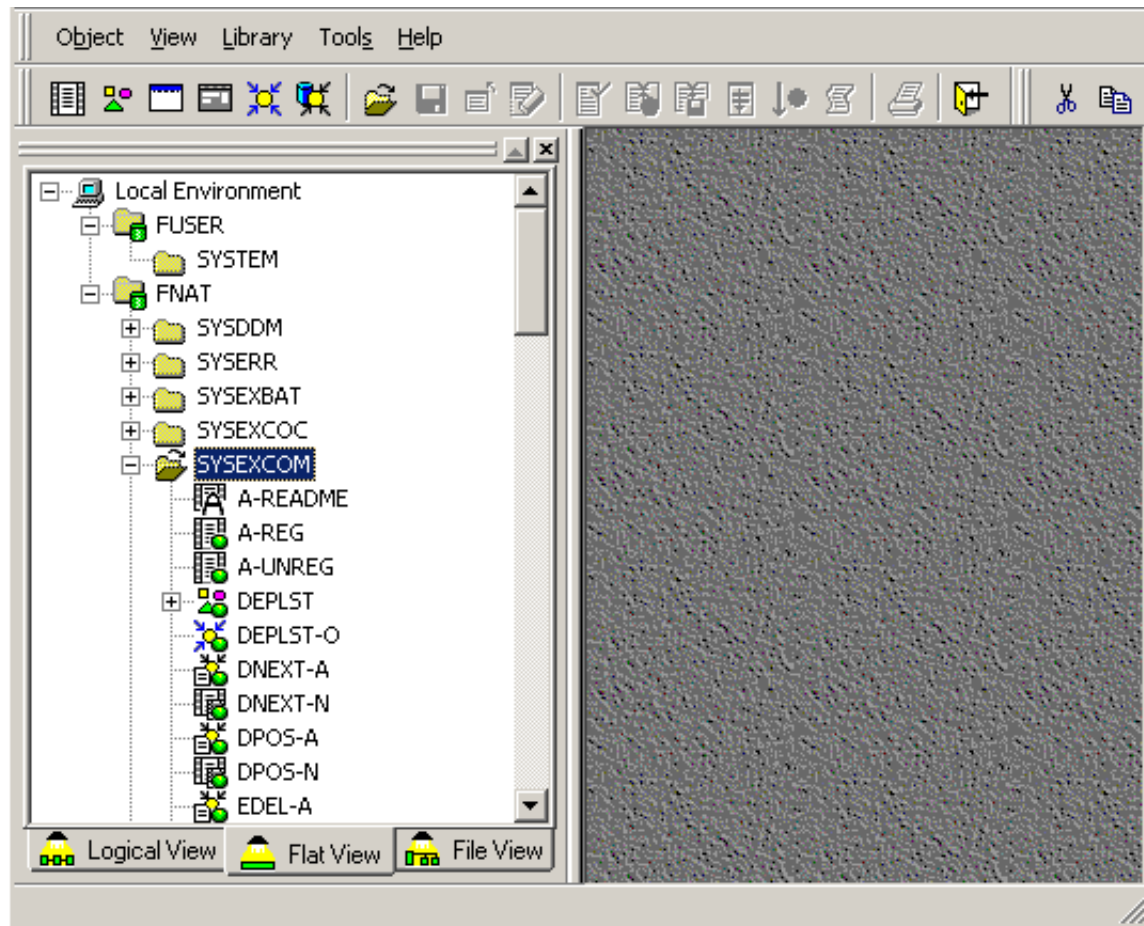


## Flat View

The flat view displays the objects of libraries without any grouping.

**Note:**

To determine what files are represented by an object, refer to Object Visualisation.



## File View

The file view represents the structure of the Natural environment as available on the file system. A Natural system file is displayed as the path to the 'Src' and 'Gp' subdirectory, for example "D:\SAG\NAT\V411\FNAT". The 'Src' directory contains all Natural sources and the 'Gp' subdirectory contains all Natural generated programs. The Natural objects are displayed with the corresponding file extensions (for example, .NGP for Natural Generated Program or .NSP for Natural Source Program).

**Note:**

To determine what files are represented by an object, refer to Object Visualisation.

